

# Ich hatt' einen Kameraden

GS2

Battlefield:



Only hexrows E-P on board 5 and CC-R on board 2 are playable.

**VICTORY CONDITIONS:** German wins by exiting  $\geq 8$  CVP off the North edge, provided the Croats have not earned  $\geq 25$  CVP.

## Scenario Rules:

1. EC are Normal with no wind at start. The Building in 5I9 does not exist. A Woods/Road runs from 5I8 to 5I4, with a clear LOS along the road from 2Y8 to 5I4.
2. Croats may set up HIP in concealment terrain. Croats are considered Partisans and may not form multi-location FG. Croat MF cost is 1.5 MF per woods hex entered, and have MOL capability but may only make 4-MOL attacks in total.
3. German vehicles/PRC must enter using Platoon Movement, may not use non-Platoon movement, expend a stop MP, make any attack, nor cross a non-road hexside until a known enemy unit/fortification has been revealed or an enemy unit has made an attack of any sort. All German Infantry must enter as Passengers. Germans are SS.
4. The Roadblock may be removed by a vehicle expending all its MP to cross the Roadblock hexside and making an immediate Bog Check with a +2 DRM. If the vehicle is not bogged place a trailbreak across the Roadblock hexside and future movement costs to cross that hexside are  $\frac{1}{4}$  MP's or 1 MF for Infantry. The Roadblock continues to provide TEM, and block LOS, normally. If the vehicle Bogs it is Bogged in the hex it was leaving to cross the Roadblock.

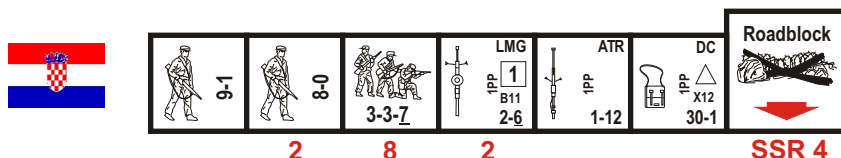


**Gilna-Petrinja Road, Croatia, 22 November 1943.** Anti-Partisan operations had inflamed the locals in the area surrounding the Formation and Security Zone of the III SS PanzerKorps established in the towns and villages surrounding Sisak and Agram, Croatia. Croatian nationalist attacks were becoming increasingly bold, culminating in a 5,000-man attack on the village of Gilna, garrisoned by the 1./SS-Panzer-Grenader-Regiment 24 "Danmark". This regiment had barely 450 men, mostly ethnic Danes, facing a countryside in uproar. The afternoon and evening of 20 November saw several attacks and probes from the forested mountains surrounding the village. The night was not quiet as the Partisans launched an abortive assault around midnight until the early morning hours. The attacks recommenced in the afternoon of the 21<sup>st</sup> and lasted until late into the night, letting up only with the coming of dawn. A decision to try to reestablish lines of communication with the nearby village of Petrinja was made and the 1<sup>st</sup> Platoon mounted up and left on what would become a one-way trip for most.

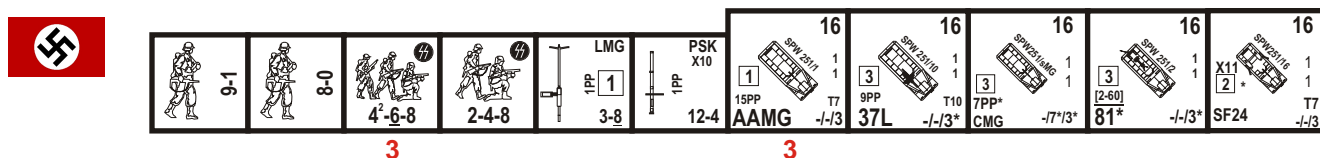
## CROAT PARTISANS Set Up First GERMANS Move First



**Elements of Croat Partisan Uprising [ELR: 5]** Set up on board 2 in hexes numbered  $> 3$  and/or board 5. {SAN: 6}



**1<sup>st</sup> Platoon 1./SS-Panzer-Grenader-Regiment 24 "Danmark" [ELR: 5]** Enter on south edge on 2R1 on Turn 1. (see SSR 3): {SAN: 0}



**AFTERMATH:** The Croatians, anticipating such a move, had set up several ambushes on the only two roads out. The German column ran into one and was almost completely wiped out. Only SS-Untersturmführer Larsen and six men made it back to Gilna... Their mission a failure.

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